

This Is What's New With PC INTERN

This latest edition in the successful history of PC Intern describes important Windows 95 information that every programmer will need. The chapters describing multitasking, virtual memory management, accessing DLLs and the Registry provide a sound foundation for software development under Windows 95.

Other chapters show you how to use the interaction ideas of Windows 95 in your own applications and how to give them the look and feel of Windows 95. You'll also discover the Desktop functions, how to work with long filenames in your programs, how to create shortcuts or prepare your program for a perfect uninstallation.

➤ **Multitasking**

Chapter 38 uses theory and sample programs to show where it makes sense to use multitasking in your programs and how to use it.

➤ **Virtual Memory Management**

The area that has been most improved compared to the previous versions of Windows is memory management. Most users found memory management as something about which to complain the most. Born from the necessity of Real mode and never truly come of age, the memory management of the 16 bit era was always a cross to bear. However, since Windows 95 this is no longer an issue. As far as memory addressing is concerned, quite a bit has become quite a bit easier. As a sort of by-product, the fascinating concept of memory mapped files is being born out of virtual memory management. It revolutionizes the way you access files in programs. Forget about Read, Write and Seek, from now on you can treat files like normal memory arrays. Chapter 39 tells you this and more.

➤ **DLL**

What the interrupt was in the good old days of DOS, the DLL is in the age of Windows - an agent between an application and the kernel. Chapter 40 sheds light on this basic mechanism, which can also be harnessed as a means for modularizing programs. What is more, we talk about PE format, which determines the structure of 32 bit EXE and DLL files of Windows 95 and Windows NT. Not only does it throw light on the internal processes during attachment to a DLL, it also supports virtual memory management in a surprising way.

➤ **Common Controls**

"Just look at all the neat colors" you might say when you look at the Desktop. More than anything else, it's the new Common Controls that shape the appearance of the Desktop and the Windows Explorer. There's the TreeView for displaying directory structures in the Desktop and ListView for displaying icons or tables. We'll tell you how to bring the interfaces of your Windows applications up to date in Chapter 41.

➤ **OLE**

Chapter 42 takes you into the future. With OLE, Microsoft is pursuing a very far-reaching concept for converting system components and enhancements into universally usable objects. Those who have avoided OLE up to now will find themselves in an eyeball to eyeball confrontation with it since Windows 95. Some of the system components, such as the Shell, have already been created as OLE objects. That means it's high time we delved into this topic. We'll get you ready to work with OLE objects under Windows 95.

➤ **Shell**

The Shell is the key element of working with Windows 95, with the visible components of the Desktop and the Explorer. In Chapter 43 you'll learn how the Desktop is organized, how to place folders and files on the Desktop, create shortcuts to files and how to display the default dialog boxes for opening and saving files in your programs. The chapter also discusses printer settings and setting up program groups. As a special treat, there is a description of the Internet shortcut which places a specific page from the WorldWideWeb on screen when clicked, provided an Internet access has been set up.

➤ **Registry**

Another anachronism of previous Windows versions - the chaos of the INI files - is replaced under Windows 95 by a central system database, called the Registry. Not only is the configuration information of the system stored here, programs can also leave their mark here so that the settings of the user don't get lost between the different program calls. Chapter 44 shows you how to take advantage of the Registry in your custom programs.

What You've Said About PC INTERN

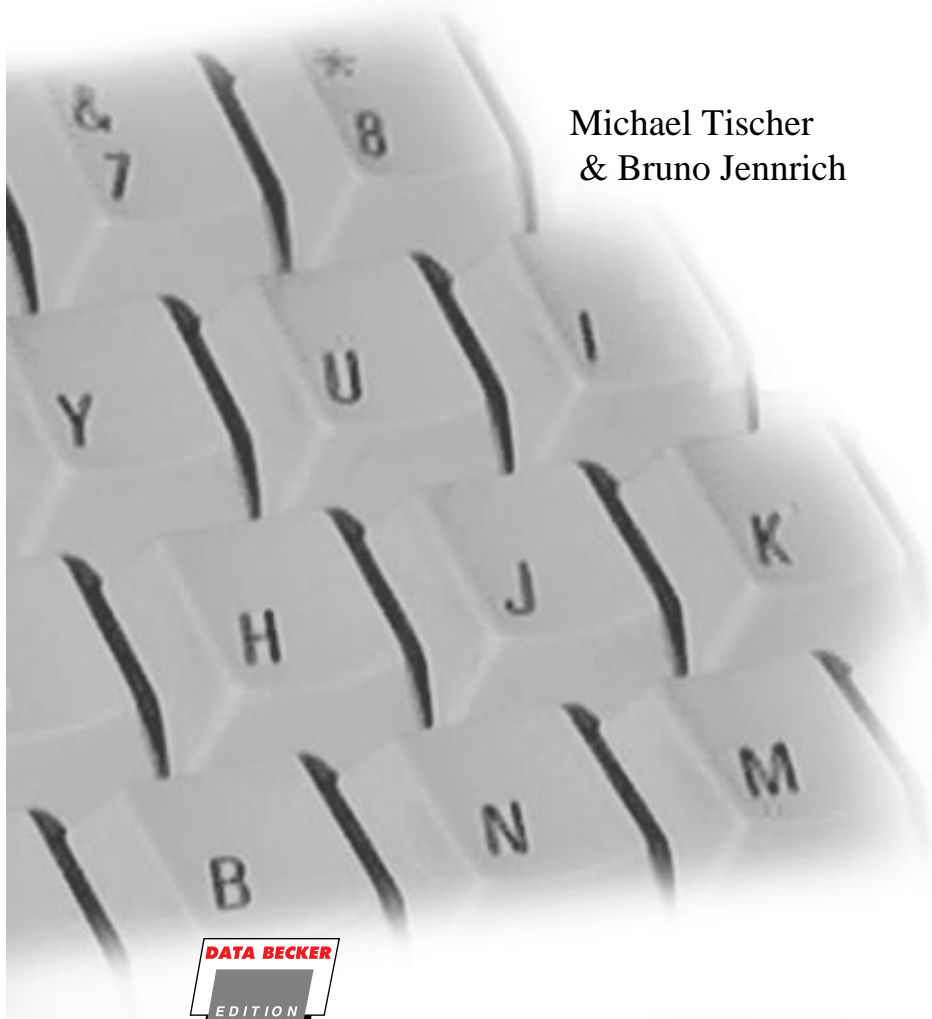
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PC INTERN

The Encyclopedia of System Programming

Michael Tischer
& Bruno Jennrich



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You'll find the complete Appendices of PC Intern on the companion CD-ROM



The companion CD-ROM also includes all the program code described in the book. The electronic version of PC Intern is also on the companion CD-ROM.

For information on installing the companion CD-ROM read the text printed on the CD-ROM itself.